ALIENS RETURNS IN NEW COLOR SERIES✪WOLVERINE & PUNISHER TOGETHER AGAIN✪ASTRO BOY LIVES!✪BATMAN FILM ADAPTATION TO HAVE REGULAR & DELUXE EDITIONS✪PLUS REVIEWS OF TOTAL ECLIPSE AQUAMAN 1, SKREEMER 1, LUM 1, FUTURAMA 1, CLOAK & DAGGER AND SCIMIDAR 1

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COMIC SHOP NEWS

THE WEEKLY COMICS NEWSLETTER!

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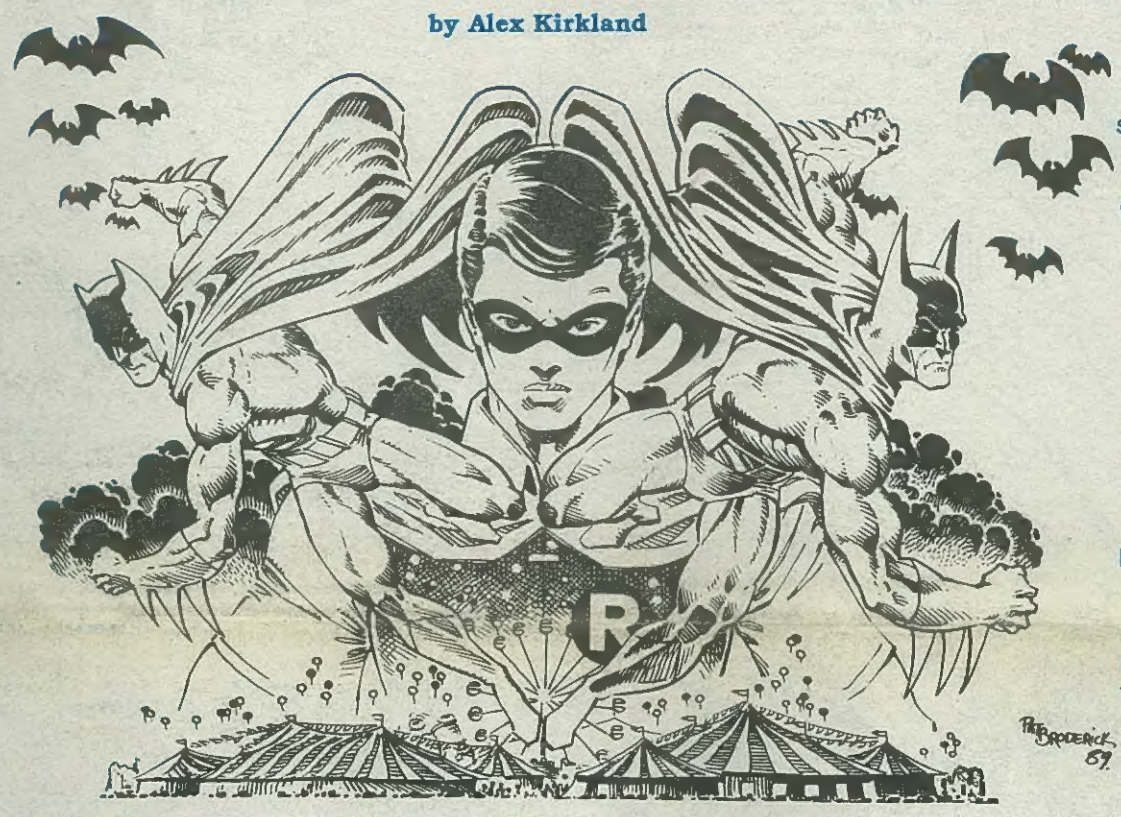
A Comics Specialty Outlet

Batman Year Three Flashes Back on Robin

by Alex Kirkland



1989 will certainly be memorable to Batman fans. The ***Batman*** film, the 3-part Batman story by Sam Hamm and Denys Cowan, the Joker hardcover, and the upcoming ***Arkham Asylum*** graphic novel are certainly guaranteed to capture the interest of Batman fans everywhere. This summer, the ***Batman*** comic will generate some more excitement of its own when it goes bi-weekly--and kicks off ***Batman: Year Three*** in the process.

Batman: Year Three unites Marv Wolfman, Pat Broderick, and John Beatty for a four-part story that introduces one of the most crucial characters in the Batman mythos: Robin. The story takes place in the present, where Batman is virtually on a rampage in Gotham City, almost out of control because of his grief over the death of Jason Todd. A contemplative moment leads Batman to recall his first exploits with the original Robin, Dick Grayson--and those exploits are the focus of Batman: Year Three, which will run in ***Batman #436-439.***

The first segment of **Batman: Year Three** will reach comic shops on June 15th; the next three installments will be published at bi-weekly intervals throughout June and July. Each issue will be priced at 75¢.

Nth Man Set to Stop WWIII

by Wayne Lee

Reduction of nuclear arsenals may be desirable--but what if one man decided to destroy the entire global nuclear arsenal at once? That's the premise that opens the first issue of ***Nth Man,*** a new Marvel series set to debut in mid-April.

WWIII is the result--for every country that had been reliant on nuclear deterrence unleashes its conventional forces to fill in the power void. "***Nth Man*** answers to question most super-hero comics avoid," Editor Bobbie Chase said. "What if a superbeing used his power to solve all the world's problems *as he sees them*?"

That's what Alfie O'Meagan, the most powerful mutant telekinetic in the world, does. And the only man who can stop him is John Doe, the Nth Man. Unfortunately, the Nth Man is trapped in a Russian prison after attempting to carry out an assassination plan against the Soviet Premier. Even worse, the Nth Man isn't even sure he wants to get involved in this war against O'Meagan, an old opponent of his.

Larry Hama, Ron Wagner, and Fred Fredericks are the creative team for ***Nth Man.*** "Larry is helping to re-define the superhero, taking the concept seen in most comics and molding it into an excitingly different image," Chase said. "The heroes and villains will keep the readers constantly off-balance, wondering what they'll do next."

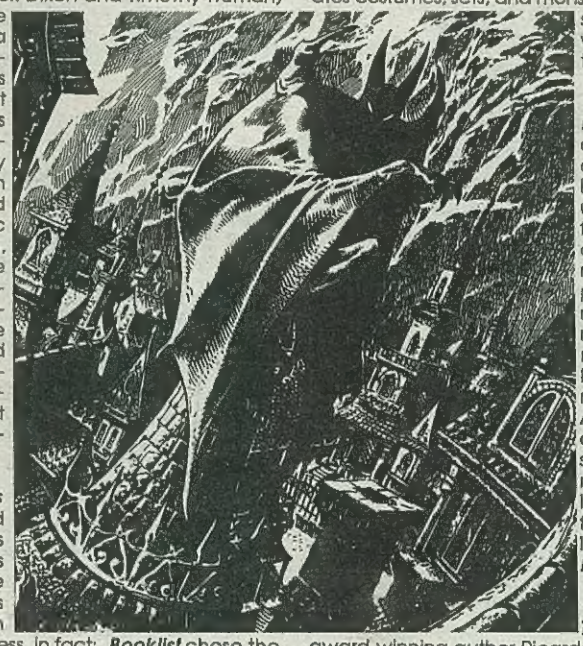
Nth Man will also appear in an 8-page story in ***Marvel Comics #25,*** on sale now. That story will give readers some background on the conflict between O'Meagan and Doe.

"***Nth Man*** is a bridge between ***GI Joe*** and the other Marvel Comics like the ***X-Men,***" Chase said. "The reader who was pulled into comics by GI Joe will be ready to graduate to a more complex, yet equally exciting series. At the same time, folks who already follow ***X-Men*** or ***Thor*** will be grabbed by the unique cast and excitement of ***Nth Man.***" The first issue of ***Nth Man*** should reach comics shops on April 15th; each issue will be priced at $1.

4Winds Gets Down to Earth With SubTerra

by Cliff Biggers

In its short life as a comics publisher, 4Winds (the brainchild of Chuck Dixon and Timothy Truman) has earned quite a reputation as a publisher of outstanding comics material. Its first two publications have featured superlative work by South American artists; the third 4Winds graphic novel, ***SubTerra,*** will continue the same trend by offering readers another look at the lush fantasy world created by Barriero and Alcatena in 4Winds' first publication, ***Moving Fortress.***



Moving Fortress was widely praised by American fans and critics upon its publication. The graphic novel has received attention beyond the fan press, in fact: ***Booklist*** chose the book as "one of the 12 Best Comics in the US" in its April issue. The book achieved sellout status almost immediately. 4Winds has few doubts that ***SubTerra*** will duplicate ***Moving Fortress'*** success.

"Every page of ***SubTerra*** is filled with fascinating, horrific creatures and characters," Timothy Truman said. "This is a grand, rip-roaring adventure--truly one of the most panoramic ever drawn."

While virtually unknown in America prior to the book's publication, artist Alcatena is already establishing a legion of fans of his work. When Chuck Dixon showed some of Alcatena's work to a group of Hollywood designers and special effects people, they were quite impressed. "when they got a look at Alcatena's designs, they were ready to cut their own wrists," Dixon said. "He creates costumes, sets, and monsters that any fantasy movie director would *kill* to put on the screen."

Alcatena's art in ***Moving Fortress*** and ***SubTerra*** will continue to gain him new fans; his upcoming project from DC unites him as inker with Tim Truman, penciller. The prestige-format series, ***Hawkworld,*** will redefine Hawkman's role in the DC Universe--and may also redefine Alcatena's position as a comics artist, since the book may be the best-looking prestige-format book published since ***Dark Knight.***

The story of ***SubTerra,*** written by award-winning author Ricardo Barriero, picks up after the events of ***Moving Fortress.*** Bask D'Avregaut, last seen escaping on a beast-shaped airship, is stranded by a storm--and then he finds himself captured by the bat-winged minions of a brutal underground city-state. At first, Bask feels like he can fit in in this underground world. Soon he learns, though, that he is really being readied for gladiatorial combat with a series of bizarre, terrifying foes. Helping Bask to survive the conflict is a wizened seer who helps the rogue envision each brutal battle as a spiritual confrontation.

SubTerra will be available in mid-July; like ***Moving Fortress,*** it will be priced at $8.98, and will feature black and white interior art with a full color laser-scanned cover by Alcatena and Truman.

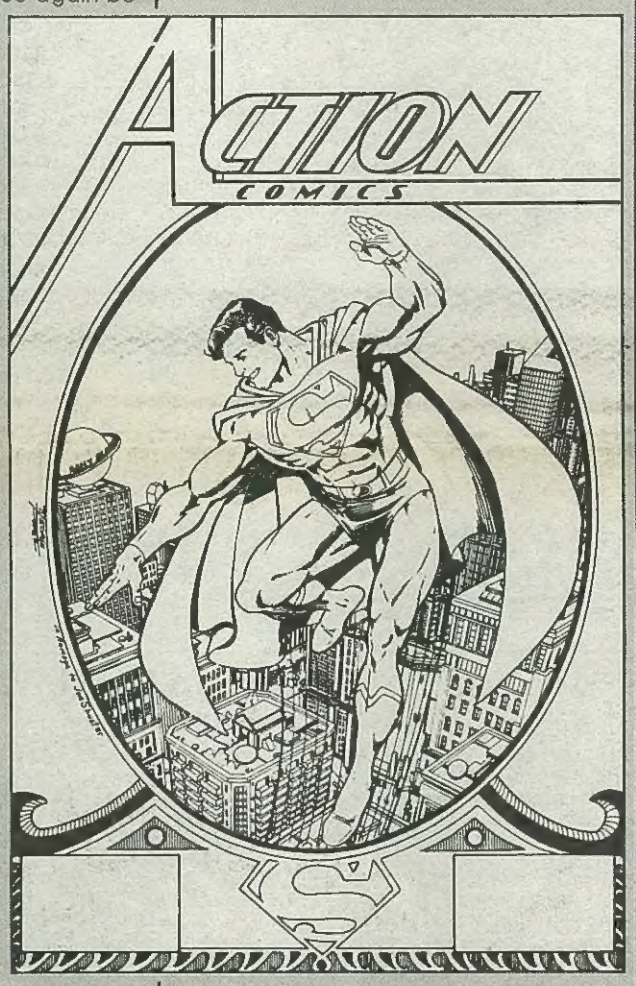
NEWSBRIEFS

HICKS & NEWT FACE THE ALIENS LEGION

The ***Aliens*** limited series is drawing towards a close, and fans are already wondering if this means the end of the ***Aliens*** in comics form. Not if Dark Horse can help it--and they can! Beginning this June, Dark Horse will feature a new Aliens II series picking up where the first six-issue limited series left off. ***Aliens II*** will be written by **Mark Verheiden**, author of the current series. The artist for the new series will be **Denis Beauvais**, best known for his work on ***Warlock 5***., will be doing the visuals for this series. And those visuals are going to be particularly stunning--because Beauvais' artwork will be done in full airbrushed color for this four-issue limited series! The series will pit Hicks, Newt, and a group of renegade marines against the menace of the ***Aliens*** here on Earth.

SUPERMAN SET FOR ACTION

Action Comics was Superman's home in his initial adventure, and beginning in June, ***Action Comics*** will once again be home to Superman adventures as the prestigious title returns as a monthly comic on June 8th.



Action Comics #643 will continue the numbering of the original Action series, which has been on hiatus since the demise of the weekly anthology book. The new series will feature full-length adventures of Superman written and pencilled by **George Perez**; Perez will be joined by inker/finisher **Brett Breeding**.

Each book in the Superman family will have a slightly different approach to its telling of Superman adventures. ***Action*** will focus on stories relating to Superman's Kryptonian heritage, and his role as Kal-el, the "last son of Krypton." The stories will tie in with the adventures presented in ***Superman*** and ***Adventures of Superman*** as well.

The first issue of the newly-revived ***Action Comics*** will continue the storyline begun in ***Action Comics Annual #2***; this is the story that will introduce the sole surviving artifact of Krypton to the new Superman mythos.

The ***Action Annual*** storyline will also continue to affect the other Superman books released in May and June; ***Superman #33***, on sale May 25th, will feature the holy man from the Action Annual. In this issue, the holy man actually turns the Kryptonian artifact over to Superman--thus fulfilling both their destinies. **Roger Stern, Kerry Gammill**, and **Dennis Janke** will present this segment of the artifact storyline.

The ***Adventures of Superman #456***, on sale a week later, will bring Superman on his way back to Earth and will also present the return of the new Gangbuster, who must prevent the murder of Catherine Grant. **Jerry Ordway** is the writer-artist of this installment of the ongoing storyline. Finally, a week after that, Superman is back on Earth--and he's made it back just in time to save all of Metropolis from the ensuing struggle between Lex Luthor, Morgan Edge, and Intergang.

WOLVERINE & PUNISHER TOGETHER AGAIN

The Punisher/Wolverine storyline that ran in ***Punisher War Journal*** #6 and #7 was such an amazing success that in some parts of the country, ***PWJ #6*** sold out in less than 24 hours. As a result, Marvel is considering the possibilities of reprinting the two-part story in a bookshelf comic later this year. No firm decision has been made yet; as soon as that information is available, ***CSN*** will let you know.

WHAT A VIEW!

If you think you know what Japanese manga look like, then maybe it's time to think again. **Hideshi Hino** is certainly not a typical manga artist--he's a very avant-garde Japanese illustrator/writer whose work is on the cutting edge of new-wave manga. In ***Panorama of Hell***, a 200-page manga translation from Publishers Group West, readers will be greeted by Hino's "stunning visual post-nuclear nightmare fantasy of epic proportions.

Readers will be propelled into a hellish world, filled with images of death and decay, lurid hallucinations, insane reality, and gallows humor--all seen through the eyes of the story's mutant protagonist--the Artist." ***Panorama of Hell*** is a segment of Hino's "Shocking Theater" series of manga that are very well-known in his home country. Readers who enjoy comics with a decidedly different slant will want to take a look at this $9.95 volume when it reaches comics shops in May.

DC=DINOSAUR COMICS?

Ultimus Rex, a new four-issue new-format miniseries from DC slated for 1990 release, will take a look at dinosaurs on Earth.

That teaser is the only news on the series DC can give us at presstime other than the creative team: **Cary Bates** will be writing the series and **Tim Gula** will be pencilling and inking all four issues.

IT'S A STEAK SAUCE, IT'S A COMIC–IT'S BOTH!

A-1, the new British anthology book that everyone has been talking about lately, is already making plans for its second issue set for May/June release. Some of the same famous creators who signed on for ***A-1 #1*** will be back the second time around, joined by a few new creators. Contributors include **Brian Bolland, John Bolton, Bob Burden, Paul Chadwick, Dave Gibbons, Mike Kaluta, Matt Wagner**, and others; the contents will include new stories of ***Mr. Monster, Axel Pressbutton, Mr. X***, and another installment of ***The Bojeffries Saga***. The 96-page trade paperback comics anthology from Atomeka Press will be priced at $9.95.

THE VIGIL BEGINS IN BADGER

Mike Baron is a busy man--so busy, in fact, that while he's scripting the ***Badger Goes Berserk*** mini-series for First Comics, he's going to have to take a brief break on the ongoing ***Badger*** book. ***Badger*** fans don't have to feel disappointed, though; First has found quite a pair to write and illustrate the three-issues that will be released *sans* Baron.

Roger Salick has two things going for him that make him a perfect choice to fill in for Baron as writer on the book: (1) he's a very polished action-adventure comics writer and creator of another martial arts series soon to be released i the First Fiction line, ***Sensei;*** and (2) he's a fifth degree black belt who most assuredly knows his martial arts. Salick has pooled his interest in martial arts and unusual comics to come up with a story that takes Badger and Mavis into a real-life event, the tinku--a ritual marathon fistfight which actually takes place annually between two villages in the Bolivian Andes. Badger's role quickly escalates from observer to combatant in a story that gives Badger (and Salick) a chance to show off with some first-rate martial arts action.

Joining Salick will be a new ***Badger*** artist who has already developed quite a cult following for himself: **Tim Vigil**. Vigil is best-known for his work on ***Grips*** and, more recently, ***Faust*** and ***Omen***. Fans who have seen his work have never had a chance to see it in color prior to this run on ***Badger***. Vigil's forte is visceral, brutal action--something not foreign to the Badger concept...

Mike Baron won't be taking a total leave of absence from these issues of ***Badger***, though; he'll be contributing Badger prose short stories in ***Badger #52-54***. Each story will be six pages long, with spot illustrations by surprise artists, presented in the same format that First is using for *Pawns*, the **Starlin/Graziunas** serial running in ***Dreadstar***.

Salick's and Vigil's first issue will be available the first week in June; ***Badger*** is published monthly, and each issue is priced at $1.95.

SAILORS STORY 2 SLATED TO SHIP OUT FROM MARVEL

Sam Glanzman's autobiographical ***A Sailor's Story*** was praised by many for its extremely realistic portrayal of one man's life in the Navy during WWII. Of course, the work was realistic because it was real: A Sailor's Story was Sam Glanzman's story of his experiences in the Navy. This May will bring a continuation of Glanzman's WWII life story with A ***Sailor's Story GN #2: Winds, Dreams, and Dragons***, a story that deals with Glanzman's life aboard the *USS Stevens* as it faces the onslaught of Japanese kamikaze pilots during World War II.

For those who don't know, Glanzman is one of the most respected war-comics artists, having worked in the field for decades--and this is why the artwork on ***Winds, Dreams, and Dragons*** will be just as impressive as the storyline. Look for it on May 11th; the graphic novel will be priced at $6.95.

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NEWSBRIEFS

BATMAN FILM ADAPTATION HAS TWO FACES

When DC publishes the ***Batman Movie Special*** by **Denny O'Neil** and **Jerry Ordway** this June, the book will be available in not one but two formats. Both formats will be released simultaneously to coincide with the movie's debut. For fans on a budget, there will be standard letterpress adaptation of the film in a 64-page comic book; for those who want a higher quality package, the book will also be offered in prestige format (a la ***Dark Knight***). As a bonus, the prestige-format book will feature full-process coloring by **Steve Oliff**.

ASTRO BOY LIVES!

Astro Boy fans who have mourned the comics series' death may have begun mourning too soon, for it appears that Astro Boy is far from dead. ***Astro Boy #22***, on sale in May, will be the last monthly issue of the series, and will include reprints of European adaptations of the original Astro Boy cartoons.

This won't be the end of Astro Boy comics, though. "***Astro Boy*** is not dead," said **Tony Caputo** of NOW. "We've decided to re-package it into a more stunning package for its fans." Current plans call for ***Astro Boy*** to continue as a series of semi-annual specials and mini-series.

JUSTICE MACHINE VOWS MEMORABLE ADVENTURES IN FIRST ANNUAL

Justice Machine Annual #1, on sale in mid-June, will feature a 32-page lead story that's just perfect for a June-release book: two couples will have a double-wedding on the island city of New Atlantis. Diviner and Blazer are the brides, while Challenger and Youthquake are the lucky grooms. If you've been reading comics for very long, though, you know what usually happens with superhero weddings, so you can expect a few surprises in this tale--particularly since the US Army and a Georgewellian killer-cyborg seem intent on stopping this wedding ceremony from occurring. **Len Wein** is the scripter for the story, which is pencilled by ***Alpha Flight*** illustrator **Craig Brasfield**. ***Justice Machine*** creator ***Mike Gustovich*** will plot and ink the story.

AKIRA GOES BACK TO PRESS

Akira, Marvel's very popular full-color manga translation series, has caught the interest of a great many new readers since the first few issues were published; in fact, so many readers have shown an interest in the title that Marvel will go back to press with ***Akira #1*** and ***Akira #2*** in late May. Both editions will be clearly marked as second printings, but will include all the material presented in the first editions. Since a bookshelf comic is really little more than a small trade paperback(and some publishers are even calling their bookshelf comics trade paperbacks nowadays!), it makes sense to keep the issues in print so that new readers can "catch up" without having to pay back-issue prices. Each issue will be priced at $3.50.

ECLIPSE STRIKES BACK WITH BUSH LEAGUE CARDS

Eclipse's politically-oriented collectors cards continue in June with the release of ***The Bush League Trading Cards*** by **Paul Brancato** and **Salim Yaqub**, the same team responsible for the ***Iran-Contra Trading Cards***. ***The Bush League*** cards present an all-star collection of the key players in the Bush-Quayle administration, group shots of the various "teams' Bush has played with in the past ("The Gas Pump Gang" and "The Langley Longhorns"), and various old-timers like Richard Nixon, Gerald Ford, and Henry Kissinger--all presented in full baseball regalia.

Each card will contain relevant text about the card's subject. Look for the 36-card set, priced at $8.95, to reach comic shops at the end of June or early July.

3-D ZONE EXPLORES NEW TERRITORY

The Deep Deep Sleep, a tale to be published in ***3-D Zone #21***, is a different sort of project for 3-D Zone. The series is best known for its reprints of classic 3-D material and its adaptation of non-3D classics into the 3-D format. ***The Deep Deep Sleep***, however, will be an all-new work created by **Steve Vance**. "Steve and I have worked together on a number of commercial projects over the years," Zone said. "With this book, Steve is doing something completely original and created specifically for the 3-D medium."

The Deep Deep Sleep takes place in Los Angeles of the near future and tells the story of reported Philip Coltrane. Digging into a story of government corruption and scandal, Coltrane learns too much for his own good. As he prepares to break the story, he suddenly finds himself framed for murder--but by whom? To get to the truth and save himself, he must elude the police and plunge into a nightmarish world of fear and intrigue.

The 24-page comic will be sold, complete with 3-D glasses, for $2.50. Fans of film-noirish futuristic stories like ***Bladerunner*** won't want to miss it.

BATMAN MOVIE CARDS GET DELUXE TREATMENT

CSN #91 was the first to tell you about the ***Topps Batman movie cards*** set; as it turns out, that set of photo cards from the blockbuster film will be available in two different formats. The first format, aimed at the general market, will feature 132 cards and 22 stickers in wax packs sold in the standard wax-pack configuration. These cards will be printed on conventional gray-back card stock that Topps uses for most of its card sets. The standard format cards will not be available as complete sets--therefore, to get a complete set, you'll need to buy lots of packs of cards.

Comic shops will have an exclusive offering of the deluxe set of the movie cards, though. This second deluxe format set will be printed on bright white card stock with Topps' "cellogiaze" lamination. This will particularly enhance the photo quality of the Topps cards, since the ***Batman*** film will be dark and moody, and that dark photography may not show up as well on the standard card stock. The bright white card stock will show greater detail and truer colors. The cellogiaze lamination will keep the color quality pure and deter yellowing or fading.

As if this isn't enough to make every comics fan want a set of the deluxe cards, there's more. The cards will be sold as a set; that way, you don't have to worry about buying pack after pack looking for the one card or sticker you need to complete your set. Second, the set will be packaged in a full-color Batman collector's box, complete with a high-gloss coating. Third--and most important to the card collector--the ***Special Collectors' Edition of the Batman Movie Cards*** will contain *eleven additional movie cards* exclusive to this package! That means that the ***Collectors' Edition*** will contain a total of 143 cards, and there's *no other way* to get the extra eleven *except* in this set!

These cards will only be available in comic and specialty shops; you won't find the ***Special Collectors' Set*** in the places that usually carry cards. The entire 143-card, 22-sticker set will be priced at $29.95; the set should be available in mid- to late June (to coincide with the movie release).

Be sure to contact your local comic shop as soon as possible and let them know that you have to have a set of the cards--there won't be lots of extras to choose from once this film comes out. (And while you're at it, you might want to sign up for a set of the ***Topps Batman cards*** reprinting the painted card set from the 1960's; those are being printed in the same deluxe white-paper-with-cellogiaze format as the movie cards, and are available for only $19.95.) And don't forget--tell 'em that ***CSN*** sent you.

CSN PREVIEWS & REVIEWS

All those people out there looking for an alternate to replace the *Shadow* in its temporary hiatus from DC need look no longer. DC is about to release *Skreemer*, and it *is* a scream. This story of future gangsters is completely captivating--in terms of both art and story. The title is derived from the name of the main character, Veto Skreemer, who is one of the most powerful men in the now shattered America. The story is set in the near future, after the collapse of the American government. Veto is the leader of one of the thirty most powerful gangs in the country, but he realizes that this system can't last. His insightful visions of both past and future are what comprises the story in a series of flashbacks. There is a strong sense of the supernatural at play here, gently mingling with a touch of science fiction. Understand, this book is very much a gangster epic, and is very reminiscent of pulp era stories, but this is definitely aimed at an older audience. *Skreemer* is produced by the british duo of Steve Milligan and Brett Ewins (you can see there work together in issues of *Bad Company* and *Johnny Nemo*). Ewins is definitely an artist to watch. His highly stylized art is very harsh in its approach, but that only serves to strengthen the grittiness of the book. And Steve Milligan understands the importance of what to tell a reader, and what to leave to be figured out. There are surprises galore in the first issue of *Skreemer*, and more are seen looming on the horizon. Perhaps it just takes a British perspective to see what its takes to create an effective American gangster epic, but whatever the case this is true Americana.

--Brett Brooks.

I CAN SEE YOU, BOY.
I CAN SEE HIM. I'VE WATCHED HIM. NOW HE WALKS TOWARDS ME.
Skreemer 1
HE WALKS SLOWLY, WIPING SPIT FROM HIS LIPS WITH HIS CUFF.
I WALK SLOWLY, SLOWLY DOWN A BARE CORRIDOR. I SMELL URINE ON THE WALLS. THE FLOORBOARDS SIGH UNDER MY FEET.
"BUT I'M NOT RUNNING."
HEY. YOU'RE A PRETTY LITT BOY. NICE SOFT SKIN. I BET. A GIRL'S.
YOU SEE WHAT I TO YOUR OLD..
COUNCIL WAS NEXT.
THERE WERE BITS OF BONE, BLOOD AND FLESH FLOATING IN THE WATER FOR WEEKS!
Aquaman 1
YOUR WIFE--IN CASE YOU'RE INTERESTED, BUT THEY DID MINE.
I'M SORRY.
MY KIDS'RE STILL ALIVE OVER IN JUVENILE DETENTION. DON'T GET TO SEE THEM, OF COURSE. NOT THAT THEY'D WANT TO SEE THEIR OLD MAN ANYMORE-- NOT WEARING AN ORANGE SHIRT!
WHY NOT?
WOULDN'T YOUR CHILDREN BE PROUD THAT YOU'RE A POLITICAL PRISONER WHO STOOD UP FOR HIS BELIEFS?
I'M A COWAR COLLABORAT ALL ARE WHO ORANGE SHIR
I GAVE MYSELF UP-- COULDN'T TAKE IT ANY-MORE!
AND YOU'RE 'CAUSE THEY YOU RUNNI
SEE THOSE BLUE SHIRTS? THEY'RE WORKED
AS FOR US, WE'RE CONSIDERED USELESS... AND HARMLESS.' THAT'S WHY THEY PUT US IN MINIMUM SECURITY--
HOW'S IT FEEL TO COME HOME TOO LATE?
I'LL KILL YOU!
STOP! HOLD IT!
NEVER UNDER-ESTIMATE A WOMAN!
YAAAA!!
POW
SWAM
Lum 1

Aquaman is a character with a problem; most of his stories for the first four decades of his existence were gimmick stories and nothing more. The only time the character has had any real excitement in his own book came under the direction of Steve Skeates and Jim Aparo back in the late 1960's, when Aquaman became a saga of political and family intrigue as well as an underwater adventure book.

Someone at DC must have realized what Aquaman was missing, because they seem to have set Aquaman on the proper path once again. *The Legend of Aquaman*, released last month, was a perfect introduction for this new *Aquaman* limited series: it established the basic Aquaman history and introduced several new elements that become crucial parts of the intrigue in this new limited series.

Aquaman returns to Atlantis to find his city captured and its inhabitants imprisoned. In order to find out who or what is behind this, he allows himself to be captured as an escaped convict (and if you read the *Special*, you know that his orange-and-green costume is actually a prison uniform that he continues to wear to remind him of his origins). What he finds inside the prison will form the basis of the remainder of this series--and don't think I'm going to give it away here.

Aquaman is illustrated by one of comics' all time greats, Curt Swan. He's working over Keith Giffen layouts in this book--an interesting combination, since Giffen seems determined to emphasize the underwater aspect of the series visually. In far too many underwater sagas, the characters act as if they're on the surface--this story actually seems to be set under water. (There are a few minor glitches, but nothing extremely disturbing). The story itself is a well-done effort by Keith Giffen and Robert Loren Fleming. Fans who think Aquaman is a character with limited appeal should give this series a try--I think they'll be pleased with what they find.

--Cliff Biggers.

Aturu is a simple person. All he wants is the love of a woman. The biggest problem is that he's not sure which one--but for that matter, neither is anyone else. What is all this about? One of the most talked about Japanese Manga translations is finally about to appear. *Lum* is coming to us courtesy of Viz comics, and manga fans are sure to be pleased. The primary concern of most fans seems to have been a doubt that the humor in *Lum* would translate properly. Well, don't worry. *Lum* is a very amusing book. Lum is about the misadventures of Aturu Moroboshi. The book opens with Aturu getting dumped by his girlfriend. He then is mistakenly believed to be attempting suicide, and the rescue attempt nearly kills him. Aturu then goes home to find out that he has been chosen by a race of alien invaders to champion the planet Earth in a game of tag against the daughter of the alien invaders commanding officer-- her name is Lum. Things go down hill for Aturu from there--but not for the readers, for *Lum* is a remarkably entertaining book. True, there are moments when the jokes cause more groans than laughs, but there are also several moments that made me laugh out loud, and that is rare in the world of comics these days. With the success of manga translations like *Appleseed* and *Akira*, and the popularity of humor books like *Justice League* and *Trouble With Girls*, *Lum*--which combines both manga adventure and humor--seems like a sure-fire hit.

--Brett Brooks

Total Eclipse must have been a nightmare for Eclipse--the book's finale will appear almost a half a year later than originally planned, and an incredibly long gap between the early issues destroyed any momentum the book might have built up. It also must have been a nightmare for Marv Wolfman, who was given the unenviable job of uniting an enormous number of heroes, almost all of whom differed in style and approach, and then working with those characters' original writers to keep the characters true to form. Any book that tries to bring Miracle Man and Beanish from Tales of the Beanworld into the same story and keep them both in char-

CSN PREVIEWS & REVIEWS

Total Eclipse
Scimidar 1
Futurama 1
PICK UP YUIR FEET JUST A LITTLE, HONEY...
YOU CAN DO IT!
Cloak & Dagger
THE WAITERS SERVE SPECIALLY DRUGGED REFRESHMENTS.
...ENTRANCED PATRONS LOSE THEIR SELF-CONTROL AND RESPOND IN EVERY DEHUMANIZING FASHION IMAGINABLE.

acter....must I say more?...

The surprising thing is that not only did Marv Wolfman do it, but the end result is remarkably entertaining. Wolfman seems to have a real knack for these multi-hero extravaganzas; he seems to be one of the few comics authors I know of who bothers to come up with a storyline that really deserves this multitude of heroes.

The final issue of Total Eclipse (appropriately entitled Finale) actually ties up all the plot strings--and leaves Eclipse all set for the introduction of its new hero, Black Terror, later this year. It's a well-written story that seems even better written if you dig out your old issues of Total Eclipse and read the entire thing at one sitting. The art by Hampton and Bryant is much more polished than the work on TE #2 and #3, which showed the rushed status of those books. Stan Woch's art on the epilogue is particularly well-done--but then, almost everything Woch has done recently has been particularly well-done, hasn't it?

If you didn't keep up with Total Eclipse, now is a good time to dig up the missing parts and read the entire thing--you'll be very glad you did.

--CLIFF BIGGERS

Scimidar is a book that has had problems deciding just where it was going. The emphasis shifted from near-future settings to violent martial arts to intrigue a bit too quickly in the early issues. The new ***Scimidar*** series from Eternity seems to have found a direction--even if it is branching off a trail blazed by Howard Chaykin and others.

Scimidar is intended to be a sexy adventure book; that is, the sexuality of its characters plays a major part in the direction of the stories. The first issue takes place in the Playboy Mansion on Hugh Hefner's 80th (or is it 79th?) birthday. Scimidar is invited for the birthday celebration--an invitation that turns out to be serendipitous when a band of radical feminist terrorists seize the mansion to make their demands known (and to get very wealthy in the process).

Scimidar is most definitely not intended for a young audience; the book is clearly labeled "mature readers," and Eternity is shipping the book pre-bagged to stop young readers from gaining access to it. It is not, however, the strongly sexual sort of a book that ***Black Kiss*** is; if this were a film, it's be a pretty standard R-rated film of the sort that you see pretty regularly on cable television. Jones, Davis, and Baldwin aren't doing a sexy comic, they're doing a sexy ***adventure*** comic, and the adventure is the emphasis throughout.

--WAYNE LEE

Cloak and Dagger has done some pretty amazing things for a superhero comic. First off, writer Terry Austin has had one of his title characters, Dagger, lose her sight. We're not talking about temporary blindness for an issue here, or blindness-with-radar sense that makes her better-than-sighted: this character is blind. Furthermore, she's having to learn to deal with her blindness in a real-world way--and judging from the careful attention to detail in the storyline, I suspect Austin is doing a lot of research to make his stories as accurate in this regard as possible.

As if blinding one of your two title characters isn't unique enough, Terry Austin has gone one step further. He's ***killed off*** his other title character. Cloak has been killed, and his powers have been taken by Ecstasy, a villain involved in the drug trade.

Cloak and Dagger isn't a book to be held back by tradition; Terry Austin is determined to shake things up in this comic, and he's doing a noteworthy job of it.

Helping him is artist Mike Vosburg, who has come to ***Cloak and Dagger*** after completing a stint on the ***American Flagg*** series for First. While there, Vosburg picked up a number of Chaykin-esque touches in his artwork--but he isn't another Chaykin imitator. He still retains his own strong visual style--and the clean graphic style meshes perfectly with the light-and-dark world of ***Cloak and Dagger***.

While the adventure-and-intrigue storylines in ***Cloak and Dagger*** should please most comics fans, I think the most enjoyable part of the entire book was Dagger's attempt to adjust to being blind. These aren't superheroic subplots--this is a story of a person adapting her life to the limitations of a major handicap, and it's handled with feeling and believability. This element of the story is more memorable than any number of heroes-and-villains-slugfests. Austin deserves praise for his realistic portrayals of Dagger's plight.

Whether you were reading ***Cloak and Dagger*** previously or not, you should give this series a try; you'll be very surprised by what you find.

--CLIFF BIGGERS

My interest in comics is relatively recent, but my interest in films has existed for quite a while. That's why I was so intrigued with ***Futurama;*** the comic reads very much like a cross between a classic Fritz Lang film and a modern Ridley Scott work, and I was intrigued to see just how it held up.

As it turns out, ***Futurama*** shows touches of Lang, Scott, and other film-makers; this is very much a German expressionist-inspired comic book--and it's the kind of work that you know would make a good film. Klien's story of love and revenge is intriguing from the beginning, and the decadent futuristic setting he has created is perfect for the dark-and-light art-deco inspired visuals of Ken Holewscynski. My only complaint with ***Futur ama #1*** was that it ended too quickly. This is a comic book that will have to be collected into a single volume, I hope: I can tell it's an experience best enjoyed in large segments. Even so, you shouldn't pass up on the chance to read it now; it's not very often that you find a book with this sort of style to it.

--KIM B. PEARSON

NEWS & NOTES

Now's Baron All in Munchausen Adaptation

by Kim B. Pearson

One of the most long-awaited films of recent times is ***The Adventures of Baron Munchausen***, an epic Terry Gilliam multi-million-dollar film project that features both Eric Idle and Robin Williams in an adaptation of the 18th Century folk legends. The film, which opens in 57 cities across the United States on March 10th, is sure to be a smash hit for Columbia Studios--and NOW Comics is convinced that their four-issue limited series adaptation of the film, set to debut in March of 1989, will be equally successful.

The limited series ***The Adventures of Baron Munchausen*** will be adapted by Matthew Costello and scripted, pencilled, inked, and colored by the Insight Studios team, which includes Mark Wheatley, Marc Hempel, and Nick Sigismondi. The entire project will be personally approved by Gilliam to ensure the fidelity of the adaptation.

In order to get the books into comic shops in late March/early April, NOW Comics is having to rush the project through, which means that some comic shops might not even be familiar with the series. Readers are urged to let their local comic shops know that they want copies, so that those shops can pass the word along to their distributors. Because of the unusual rush-solicitation, NOW will make sure copies are available for re-order.

"***The Adventures of Baron Munchausen*** is most definitely an adventure film and has something for everyone, from a heart-warming relationship between an aging legend and a young girl to an excess of beheading, to the mishaps and victories of the Baron's sometimes less-than-perfect but more-than-able faithful servants. It's a feel-good, fast-paced action movie, laden with Gilliam's master wit," said Katherine Llewellyn of NOW Comics.

The film follows the adventures of the 18th Century folk hero in an attempt to rescue a walled city from the siege of the Turkish army during Europe's struggle to enter the Age of Enlightenment. At his side is Sally Salt, a young girl of nine, and his four cohorts, each of whom possesses a super-power.

"The group's travels take them everywhere, literally: to the moon, to the core of the earth, to the belly of a fish...there seems to be no stopping them. The story is very 'Wonderlandesque,' but at the same time, even more fantastic," said Llewellyn.

Tony Caputo certainly doesn't rule out the possibility of ***The Adventures of Baron Munchausen*** continuing as a series after the film adaptation is completed. "The prospects are looking really good to me," he said. "I'm hoping to continue ***The Adventures of Baron Munchausen*** as a monthly title with new stories...I think the possibilities would be endless with a title such as this."

The first issue of the monthly series should ship in late March for an early April on-sale date.

Comics Interview Pulls Out The Big Guns

Comics Interview #72, on sale in June, is one magazine that ***Punisher*** fans will consider a must-have; this issue will feature interviews with **Mike Zeck, John Beatty, Steven Grant,** and **Phil Zimelman**, discussing the ***Punisher*** limited series and the all-new ***Punisher: Return to Big Nothing*** graphic album, currently slated for June release. The issue will also feature an all-new full-color cover by Mike Zeck.

The same month, ***Comics Interview #73*** is slated for release, featuring an interview with **Wendy Pini** about her upcoming ***Beauty and the Beast*** graphic album for First Comics. Fans of the television series and of Pini's work on ***Elfquest*** will want to read what she has to say about her work on this exciting new book.

Each issue of ***Comics Interview*** will be priced at $3.95; since demand is expected to be strong for these issues, be sure to let your local comics shop know that you want copies.

Ultraguy & JOE POWER
OKAY--YOUR ADOPTED SON WILL BE THIRTEEN--! ANYTHING ELSE?
UH--LET'S SEE-- NO, I THINK THAT WILL DO...
NOW ALL WE NEED IS A NICE COSTUME AND A TASTEFUL ENTRANCE FOR MY NEW SIDEKICK!
I'M SO CONFUSED...
Ultraguy PRESENTS-
THE SENSATIONAL CHARACTER FIND OF 1989:
KID ULTRAGUY!
HEY--WHAT'S WITH THIS HOOP?
CHECK THIS OUTFIT; I LOOK LIKE AN IDIOT!
SHADDUP!
WE COULD ALWAYS GO BACK TO THE DIAPER!
LISTEN-- SHOULDN'T THAT BE "ULTRAKID"?
ART: C.C. BECK

CONTINUED NEXT WEEK!

The Janus Directive
War Games Within Our Deadliest Organizations.
THE JANUS DIRECTIVE begins on March 14 with CHECKMATE! #15.
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UPCOMING COMICS QUICKLIST

The upcoming comics quicklist is a listing of scheduled titles and the dates that they should arrive in comics shops across the country. That doesn't mean that the books will always be in your shop on the date listed: some publishers ship from different parts of the country, and the farther away the publisher is from your local comic shop, the longer it will take the books to get to you.

Each entry presents the title and number of the book, followed by the release date; if a title doesn't have a scheduled release date, we don't give you a date. After that is the Publisher of the comic and the price. This quicklist presents the titles that are supposed to ship during the rest of April. A complete checklist of titles due in May will appear in *CSN 97.*

- ❑ ***Action Comics Annual 2*** 4/13 DC $1.75
- ❑ ***Adventures of Blake and Mortimer GN*** $8.95
- ❑ ***Adventures of Superman 455*** 4/27 DC .75
- ❑ ***Airboy 50*** 4/6 Eclipse $3.95
- ❑ ***Akira 11*** 4/27 Marvel $3.50
- ❑ ***Albedo 15*** Thoughts & Images $2
- ❑ ***Alf 18*** 4/13 Marvel $1
- ❑ ***Alien Legion 11*** 4/27 Marvel $1.50
- ❑ ***Aliens 5*** Dark Horse $1.95
- ❑ ***Alpha Flight 73*** 4/13 Marvel $1.50
- ❑ ***Amazing Spider-Man 318*** 4/13 Marvel $1
- ❑ ***Amazon 2*** 4/20 Comico $1.95
- ❑ ***American Flagg: State of the Union TPB*** 4/27 First $11.95
- ❑ ***Animal Man 12*** 4/27 DC $1.50
- ❑ ***Appleseed Book Two 3*** 4/27 Eclipse $2.75
- ❑ ***Aquaman 1*** 4/27 DC $1
- ❑ ***Archie 3000! 1*** 4/27 Archie .75
- ❑ ***Archie's Double Digest 41*** 4/13 Archie $2.25
- ❑ ***Astro Boy 21*** 4/13 NOW $1.75
- ❑ ***Asylum 1*** New $1.75
- ❑ ***Avengers 306*** 4/20 Marvel $1
- ❑ ***Bad Company 8*** Quality $1.50
- ❑ ***Baker Street 1*** Caliber $1.95
- ❑ ***Barefoot Gen Volume 3*** New Society $9.95
- ❑ ***Batman 434*** 4/20 DC .75
- ❑ ***Batman Annual 13*** 4/13 DC $1.75
- ❑ ***Betty & Me 176*** 4/27 Archie .95
- ❑ ***Betty & Veronica 21*** 4/6 Archie .95
- ❑ ***Betty's Diary 26*** 4/20 Archie .95
- ❑ ***Beyond Mars 4*** Blackthorne $2.50
- ❑ ***Black Kiss 11*** Vortex $1.50
- ❑ ***Blackhawk 4*** 4/27 DC $1.50
- ❑ ***Blind Fear 2*** Eternity $1.95
- ❑ ***Blood Brothers 4*** Eternity $1.95
- ❑ ***Blood of Dracula 15*** Apple $3.50
- ❑ ***Cerebus 121*** Aardvark-Vanaheim $2
- ❑ ***Cerebus Bi-Weekly 12*** Aardvark-Vanaheim $1.25
- ❑ ***Checkmate 17*** 4/13 DC $1.50
- ❑ ***Checkmate 18*** 4/27 DC $1.50
- ❑ ***Classic X-Men 36*** 4/27 Marvel $1.25
- ❑ ***Cloak and Dagger 6*** 4/27 Marvel $1.50
- ❑ ***Complete Pogo Comics 2*** 4/27 Eclipse $6.95
- ❑ ***Complete Segar Popeye 9*** Fantagraphics $14.95
- ❑ ***Conan 221*** 4/20 Marvel $1
- ❑ ***Conan Saga 27*** 4/27 Marvel $2
- ❑ ***Concrete: A New Life*** Dark Horse $2.95
- ❑ ***Damage Control 4*** 4/20 Marvel $1
- ❑ ***Dark Horse Presents 30*** Dark Horse $1.75
- ❑ ***Deadworld Book I TPB*** Caliber $9.95
- ❑ ***Death's Head 6*** 4/20 Marvel $1.75
- ❑ ***Demonhunter 2*** Aircel $1.95
- ❑ ***Denizens of Deep City 3*** Kitchen Sink $2
- ❑ ***Doc Savage 9*** 4/13 DC $1.75
- ❑ ***Doc Savage Annual 1*** 4/20 DC $3.50
- ❑ ***Doctor Strange 6*** 4/27 Marvel $1.50
- ❑ ***Doctor Zero 8*** 4/20 Marvel $1.50
- ❑ ***Donald Duck Adventures 14*** Gladstone .95
- ❑ ***Doom Patrol 23*** 4/27 DC $1.50
- ❑ ***Dragonforce 10*** Aircel $1.95
- ❑ ***Dragonlance 8*** 4/20 DC $1.75
- ❑ ***Dreadstar 45*** 4/13 First $1.95
- ❑ ***Earth: Year Zero 3*** Eclipse $2
- ❑ ***Eightball 1*** Fantagraphics $2
- ❑ ***Elementals 2*** 4/20 Comico $1.95
- ❑ ***Everything's Archie 143*** 4/27 Archie .95
- ❑ ***Ex-Mutants 10*** Eternity $1.95
- ❑ ***Fantastic Four 329*** 4/27 Marvel .75
- ❑ ***Firestorm 86*** 4/13 DC $1
- ❑ ***Fish Police 16*** 4/13 Comico $2.50
- ❑ ***Fist of the North Star 1*** 4/20 Viz $2.95
- ❑ ***Flash 27*** 4/13 DC $1
- ❑ ***Flash Annual 3*** 4/27 DC $1.75
- ❑ ***Friendly Dictators Cards*** Eclipse $7.95
- ❑ ***Futurama 1*** Slave Labor $1.75
- ❑ ***Gammarauders 5*** 4/13 DC $1.50
- ❑ ***GI Joe 89*** 4/20 Marvel $1.75
- ❑ ***Gilgamesh II 3*** 4/20 DC $3.95
- ❑ ***Gladstone Album 18*** Gladstone $5.95
- ❑ ***Greatest Superman Stories Ever Told TPB*** 4/6 DC $15.95
- ❑ ***Green Arrow 19*** 4/20 DC $1.25
- ❑ ***Green Arrow: Longbow Hunters TPB*** 4/20 DC $12.95
- ❑ ***Grey 7*** 4/27 Viz $3.25
- ❑ ***Griffin 1*** (3rd printing) Slave Labor $1.75
- ❑ ***Grimjack 61*** 4/13 First $1.95
- ❑ ***Groo Chronicles 1*** 4/14 Marvel $3.50
- ❑ ***Groo the Wanderer 54*** 4/13 Marvel $1
- ❑ ***Group LaRue 1*** Innovation $1.95
- ❑ ***Gun Fury 4*** Aircel $1.95
- ❑ ***Hawk & Dove 1*** 4/20 DC $1
- ❑ ***Havok & Wolverine: Meltdown 3*** 4/13 Marvel $3.50
- ❑ ***Haywire 10*** 4/13 DC $1.50
- ❑ ***Heathcliff 36*** 4/13 Marvel $1
- ❑ ***Hellblazer 19*** 4/20 DC $1.50
- ❑ ***Hero Hotline 3*** 4/20 DC $1.75
- ❑ ***Huntress 4*** 4/13 DC $1
- ❑ ***Incredible Hulk 358*** 4/20 Marvel .75
- ❑ ***Iron Man 245*** 4/27 Marvel .75
- ❑ ***Iron Man Annual 10*** 4/20 Marvel $2
- ❑ ***Justice League Europe 3*** 4/27 DC .75

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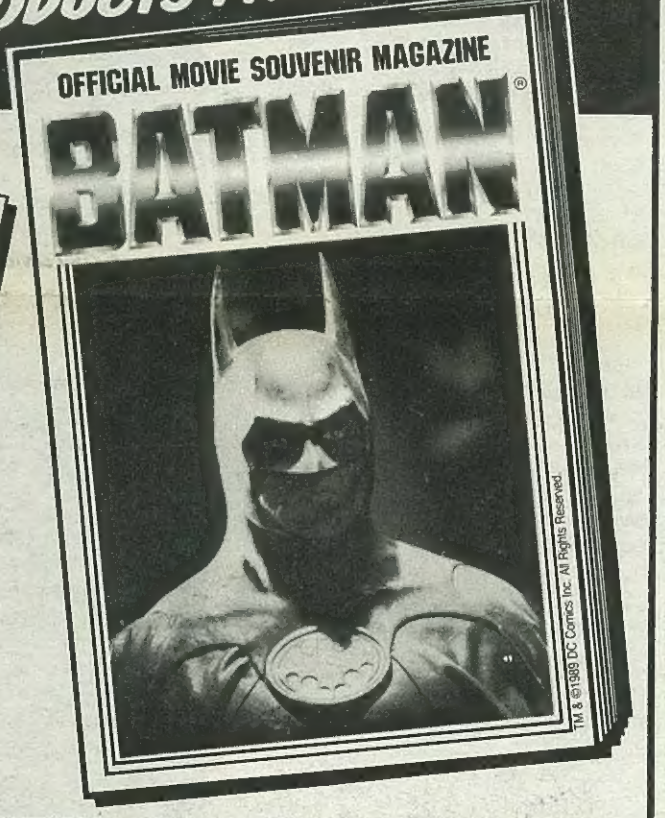

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UPCOMING COMICS QUICKLIST

❑ ***Justice League International 27*** 4/13 DC .75
❑ ***Kiku San 6*** Aircel $1.95
❑ ***King Kull GN*** 4/27 Marvel $6.95
❑ ***LEGION '89 5*** 4/27 DC $1.50
❑ ***Legion of Super-Heroes 61*** 4/20 DC $1.75
❑ ***Marvel Age 77*** 4/20 Marvel .50
❑ ***Marvel Comics 26*** 4/20 Marvel $1.25
❑ ***Marvel Fanfare 45*** 4/20 Marvel $1.95
❑ ***Marvel Tales 226*** 4/20 Marvel .75
❑ ***Miracleman HC*** 4/20 Eclipse $29.95
❑ ***Mister Miracle 6*** 4/20 DC $1
❑ ***Moon Knight 3*** 4/27 Marvel $1.50
❑ ***The 'Nam 33*** 4/27 Marvel $1.50
❑ ***Nausicaa of the Valley of Wind 6*** 4/27 Viz $2.95
❑ ***New Guardians 10*** 4/27 DC $1.25
❑ ***New Mutants 78*** 4/13 Marvel $1
❑ ***New Titans 55*** 4/27 DC $1.75
❑ ***Nexus Legends 4*** 4/20 First $1.50
❑ ***Nth Man 1*** 4/13 Marvel $1
❑ ***Pineapple Army 10*** 4/20 Viz $1.75
❑ ***Point Blank 1*** Eclipse $2.95
❑ ***Power of the Atom 13*** 4/27 DC $1
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❑ ***Question 28*** 4/27 DC $1.75
❑ ***Edition*** 4/27 Marvel $6.95
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❑ ***Sable 18*** 4/27 First $1.95
❑ ***Sandman 6*** 4/27 DC $1.50
❑ ***Savage Sword of Conan 162*** 4/13 Marvel $2
❑ ***Scout: War Shaman 13*** 4/20 Eclipse $1.95
❑ ***Secret Origins 41*** 4/20 DC $1.50
❑ ***Shattered Earth 5*** Eternity $1.95
❑ ***SHIELD TPB*** 4/13 Marvel $15.95
❑ ***Shorts GN*** Catalan $9.95
❑ ***Silver Surfer 26*** 4/20 Marvel $1
❑ ***Solo Avengers 21*** 4/13 Marvel .75
❑ ***Spectacular Spider-Man 153*** 4/27 Marvel $1
❑ ***Spicy Tales Special 2*** Eternity $2.25
❑ ***Spirit 54*** Kitchen Sink $2
❑ ***St. George 7*** 4/13 Marvel $1.50
❑ ***Starman 11*** 4/27 DC $1
❑ ***Strontium Dog 22*** Quality $1.50
❑ ***Sub-Mariner 10*** 4/20 Marvel $1.50
❑ ***Suicide Squad 29*** 4/20 DC $1
❑ ***Superman 32*** 4/20 DC .75
❑ ***Survivalist Chronicles 3*** Survival Art Press $1.95
❑ ***Swamp Thing 87*** 4/27 DC $1.50
❑ ***Taboo 2*** Spiderbaby Grafix $9.95
❑ ***Tales of the Beanworld TPB*** 4/20 Eclipse $9.95
❑ ***Tapping the Vein 1*** 4/27 Eclipse $4.95
❑ ***Teenage Mutant Ninja Turtles 20*** Mirage $1.75
❑ ***Teenage Mutant Ninja Turtles 3*** 4/13 Archie $1
❑ ***Thor 406*** 4/27 Marvel .75
❑ ***Three Musketeers 3*** Eternity $1.95
❑ ***Tiger-X 1*** Eternity $1.95
❑ ***Time Twisters 18*** Quality $1.50
❑ ***Transformers 55*** 4/27 Marvel $1
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❑ ***Twilight Man 3*** 4/20 First $2.75
❑ ***Uncensored Mouse 2*** Eternity $2.50
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❑ ***Usagi Yojimbo 16*** Fantagraphics $2
❑ ***Veronica 2*** 4/20 Archie .95
❑ ***What If? 2*** 4/20 Marvel $1.25
❑ ***Whisper 27*** 4/13 First $1.95
❑ ***Wolverine 10*** 4/13 Marvel $1.50
❑ ***Wonder Woman 31*** 4/13 DC $1
❑ ***X-Factor 43*** 4/27 Marvel $1
❑ ***X-Men 247*** 4/20 Marvel $1
❑ ***X-Men Annual 13*** 4/27 Marvel $2
❑ ***Young All-Star 26*** 4/13 DC $1.75
❑ ***Zot! 28*** 4/27 Eclipse $2

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